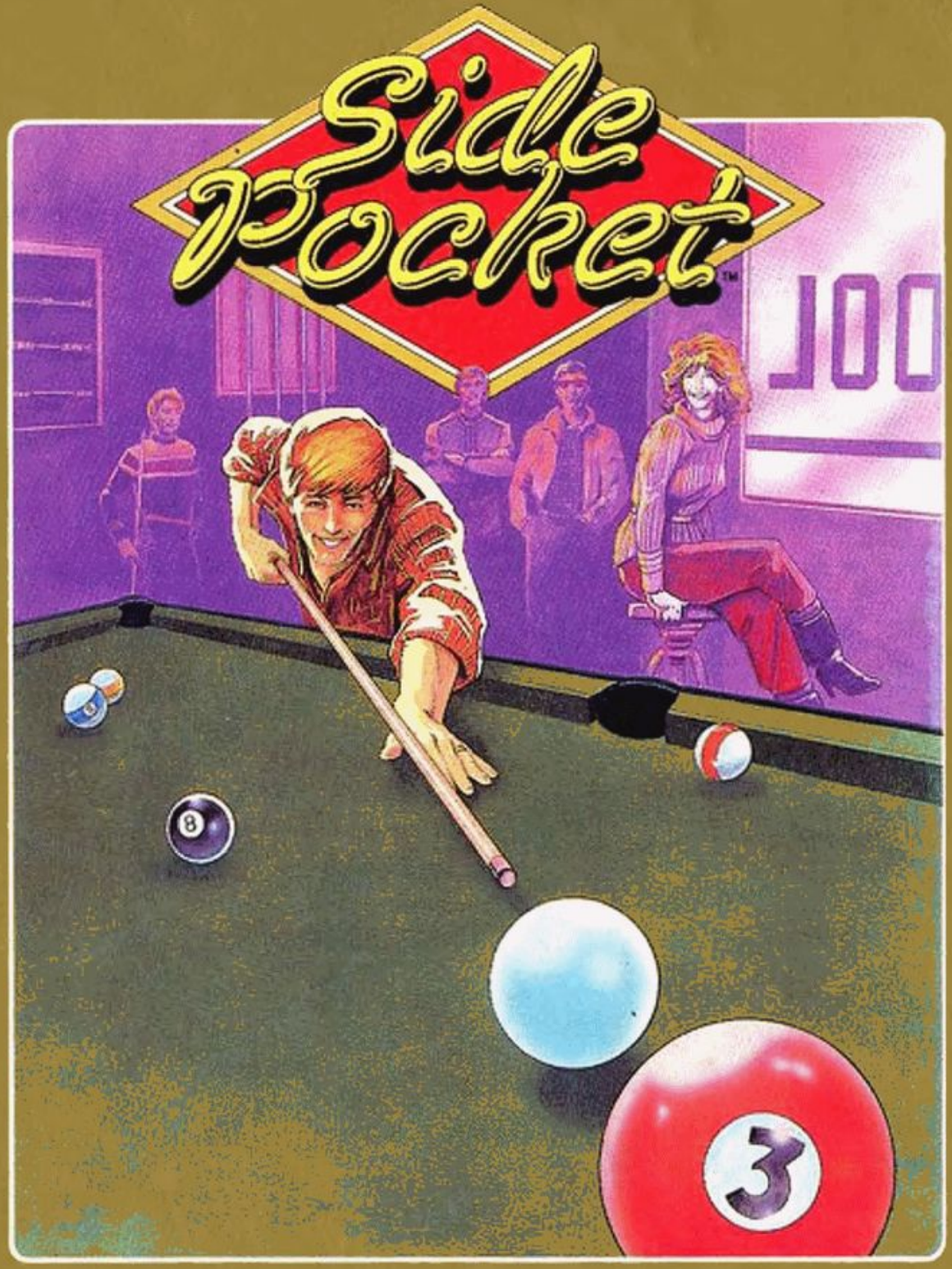
NES-PK-USA



INSTRUCTION MANUAL

DATA EAST

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Nintendo
ENTERTAINMENT SYSTEM®

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DATA EAST BRINGS YOU ARCADE REALISM AT HOME!

Chalk up your cue stick and rack up those balls. Now get ready, get set, break! The balls scatter and the match is on . . . It's the Data East Pool Tournament Finals, and you're behind the 8-ball! It'll take a steady hand and a sharp eye to hustle your way to the top. Challenge your friends to the ultimate game of skill, but you've got to stay cool . . . It's a green felt jungle out there!

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

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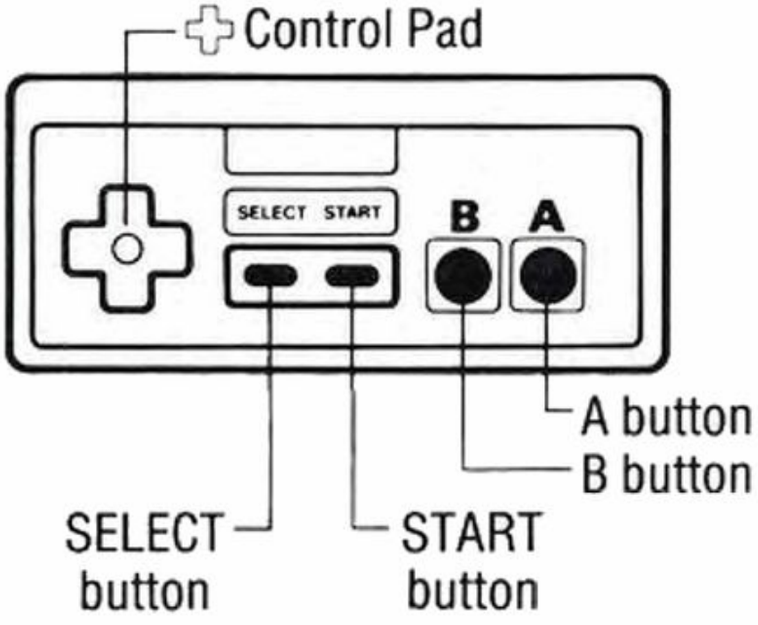
1. PRECAUTIONS

1) Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
2) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
3) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
4) Do not clean with benzene, paint thinner, alcohol or other such solvents.

2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

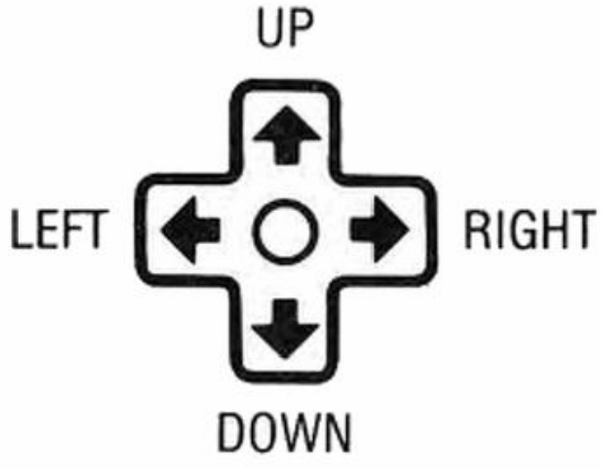
Controller 1 – For 1 player game
Controller 2 – For second player in 2 player game

Controller 1/Controller 2



Control Pad

Controls direction of shot.



A button: Press once to start the Power Meter, which will determine the strength of the shot. Press again to shoot.
B button: Indicates the numbers on target balls and use of "English."

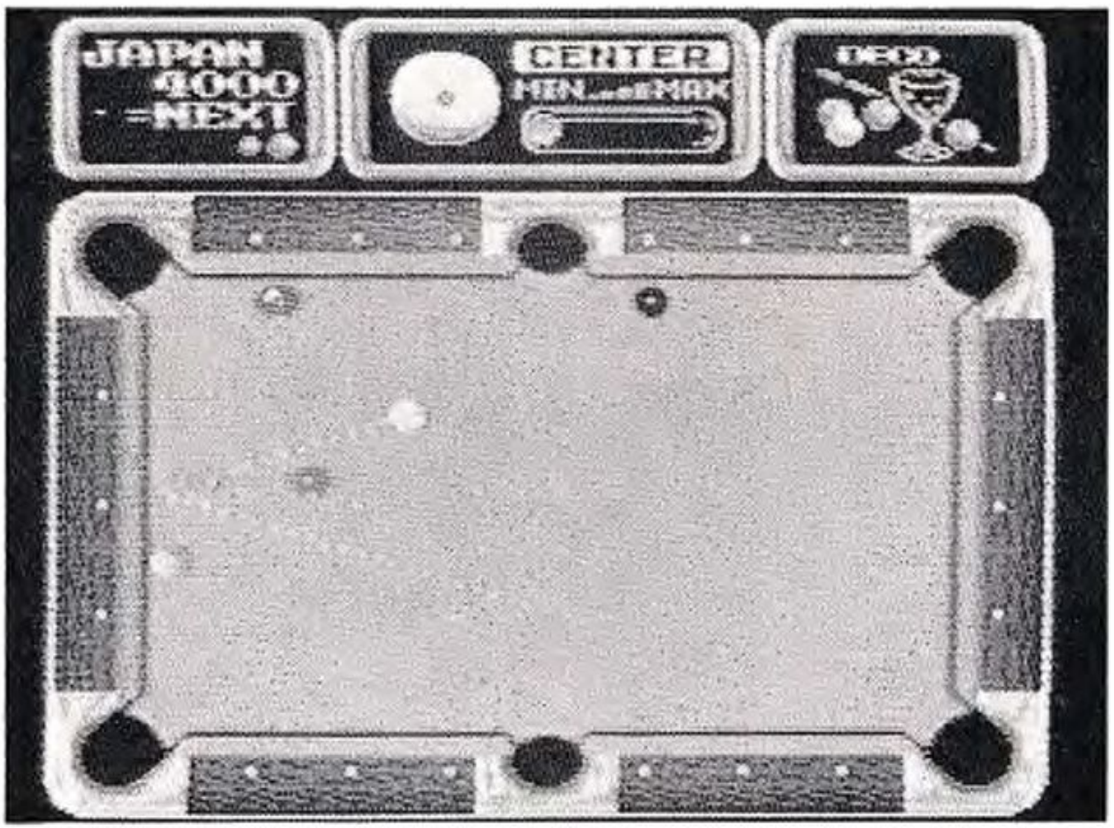
SELECT button

When this button is pressed, the mark (▷) will move between Game Mode selections.

START button

Press this button to begin.

Pause: If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

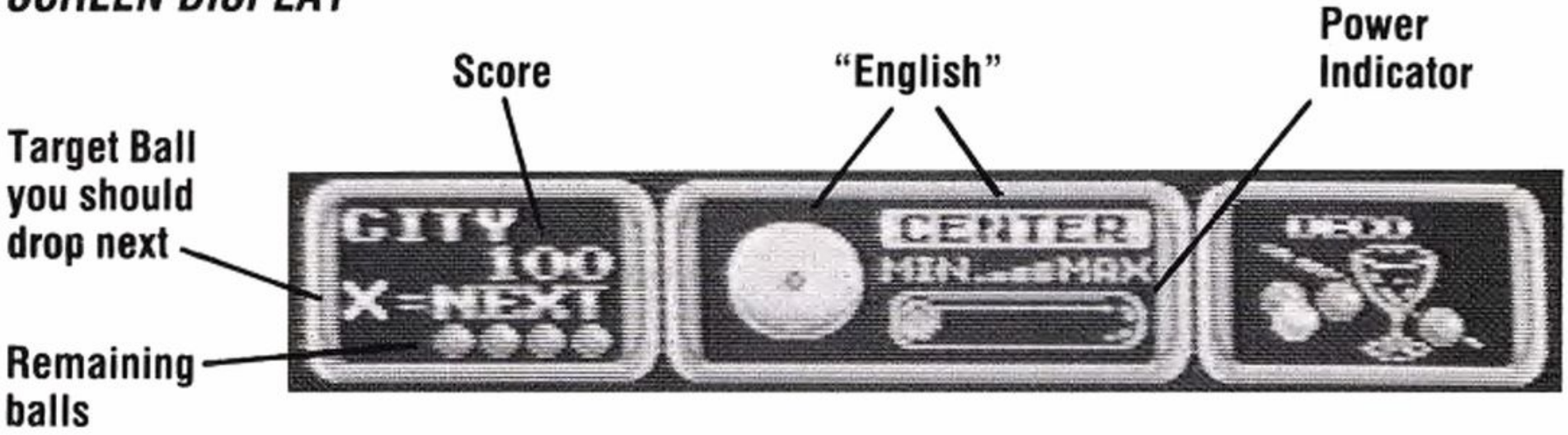


3. HOW TO PLAY

GAME MODES

1) **Pocket Game (1 player):** Sharpen your skills, while you compete for the World Championship.
2) **Training:** This mode is divided into two parts. In the Lesson, the computer teaches you basic techniques for hitting the Cue Ball. In Practice, you learn basic shots.
3) **Pocket Game (2 players):** Compete against a friend. The largest total of points in 5 matches wins.
4) **9 Ball (2 players):** The most popular of all the billiard games. Played in rotation, the first player to shoot in the 9 Ball wins.

SCREEN DISPLAY



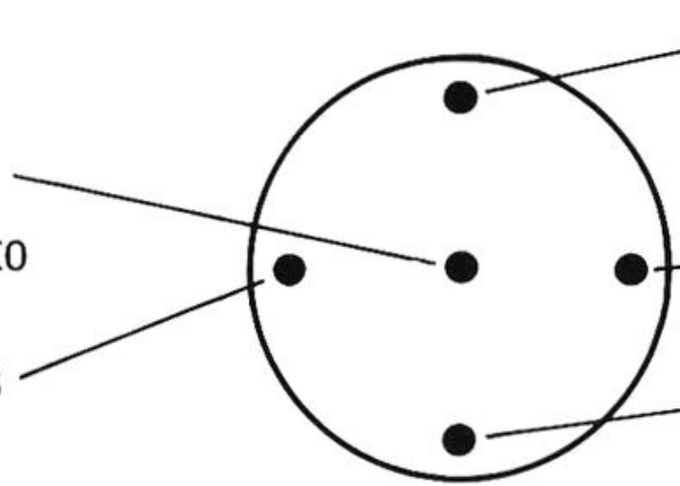
"ENGLISH"

By pressing **Cross button** while pressing **B button**, you can select a type of ball and a hitting place on a ball.

The Hitting Places

Central: Cue Ball hits center of Target Ball and stops there, but Target Ball proceeds to the front.

Left: Cue Ball deflects to left after hitting a cushion.



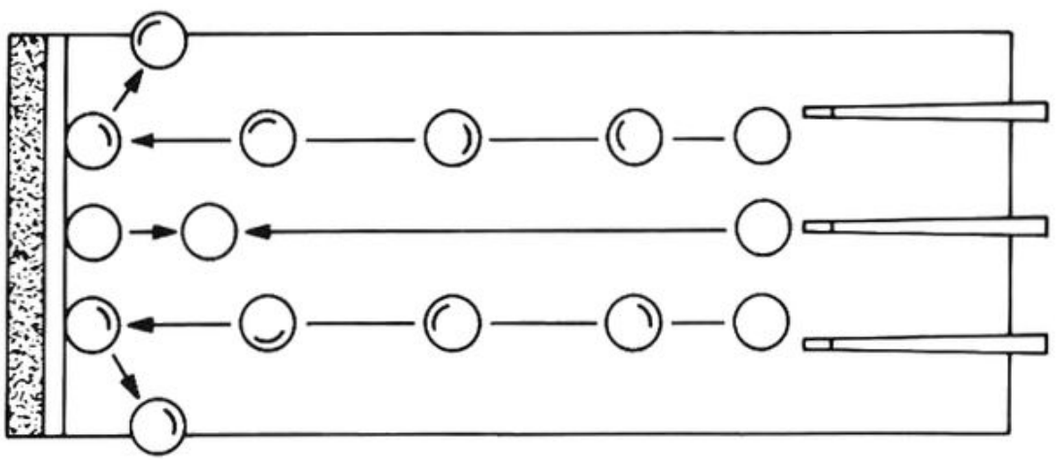
Follow: Cue Ball hits center of Target Ball and proceeds to the front after that.

Right: Cue Ball deflects to right after hitting a cushion.

Draw: Cue Ball hits Target Ball and returns to the back.

How to Use a Cushion

The deflect angle after a Cue Ball hits a cushion depends on where you hit the ball, and the strength of your shot.



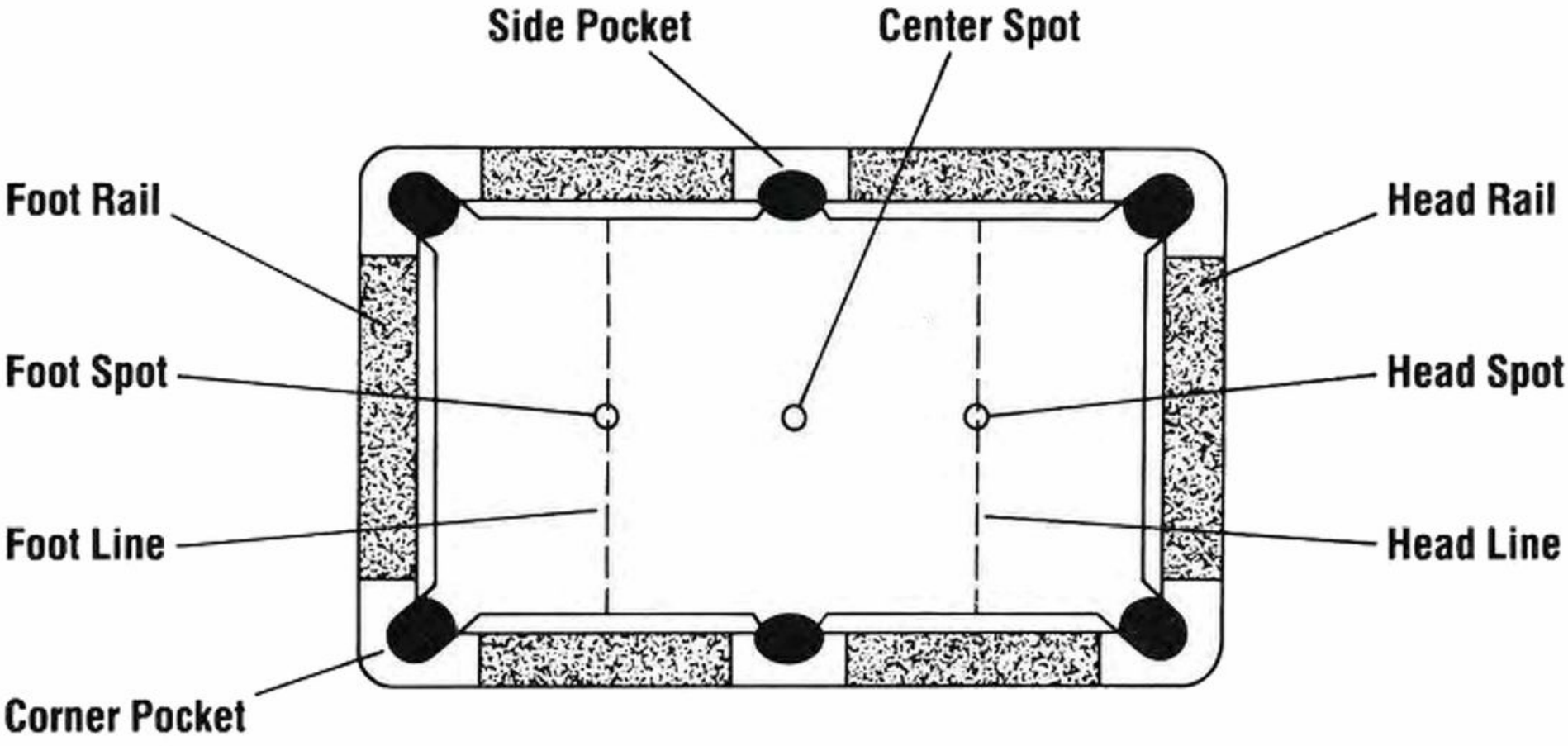
Deflects to the right after hitting a cushion.

Returns straight back.

Deflects to the left after hitting a cushion.

POCKET TABLE

When you have shot a foul, the Cue Ball is returned to the **Head Spot** and the Target Ball you dropped in is returned to the **Foot Spot** automatically.

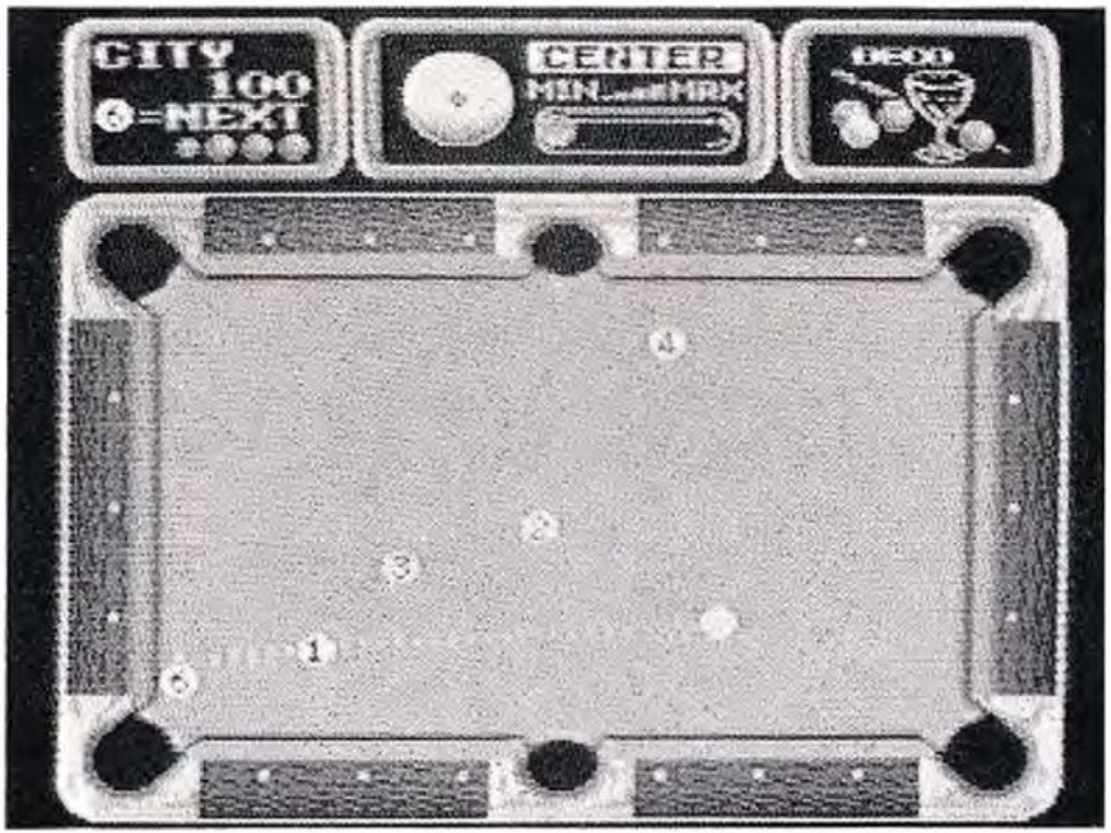


TRAINING MODE 1: LESSON

Select **Lesson** in the Training Mode by using the **Cross button** and **A button** together. Then select the type of ball you would like to practice from the menu.

1) The computer shows you a good example first.

2) You try different patterns of exercises.



3) The computer shows you the correct way if you miss.

To exit this mode, press the **Select button** to return to the Title Screen.

TRAINING MODE 2: PRACTICE

Select **Practice** in the Training Mode by using the **Cross button** and the **A button** together.

Wherever you set a Cue Ball or a Target Ball on the table, you must practice to understand the relation of three factors: power, hitting places and cushions.

How to Move a Cue Ball

1) Press the **Start button.**
2) Press the **A button** and the **Cross button** together.
3) Press the **Start button** again.

How to Move a Target Ball

1) Press the **Start button.**
2) Press the **Cross button** up or down to determine the number of Target Balls.
3) Press the **Cross button** left or right to determine which Target Ball you will move.
   The balls you can move are shown on the right side at the top in the window.
4) Press the **B button** and the **Cross button** together to move the Target Ball.
5) Press the **Start button** again when you are ready.

Repeat Steps 3 and 4 if you have more than one ball to move.

The Computer's Replay

The computer replays your first shot if you drop a Cue Ball in by mistake, or when you finish dropping every Target Ball in.

To exit the Practice Mode, press the **Select button** to return to the Title Screen.

POCKET GAME MODE

When playing this game, shooting in rotation (in sequence) will add to your score.

In order to proceed from one Class to the next, you must achieve enough champion scores in each Class, and perform a Trick Shot after dropping all the balls in.

The Cue Ball

The Cue Ball indicated on the screen becomes smaller if you miss one shot (failing to drop any Target Balls in). Missing two shots causes you to lose one ball. Dropping the Cue Ball in by mistake also causes you to lose one ball.

The game is over if you lose all Cue Balls.

2-Player Game

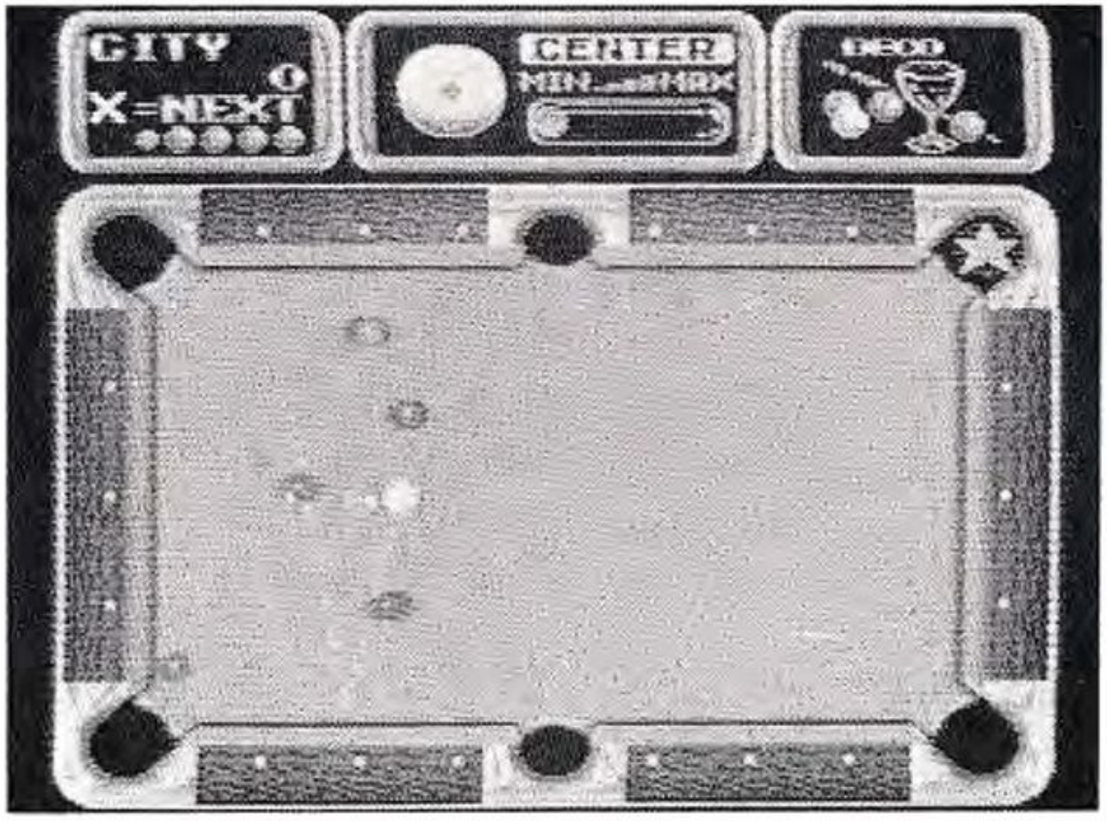
Two players compete for the best total score from 5 sets. If one player misses a shot or drops the Cue Ball in, the other player takes a turn. However, the number of Cue Balls is unlimited.

Banking

To decide which player goes first, both players shoot as soon as the Power Indicator operates. The player who has the Cue Ball nearest the right side cushion, bounced from the left side cushion, goes first.

Bonus

You can raise your score or receive an extra ball as a bonus if you drop the Target Ball in the pocket where a flashing star appears during the game. (In a 2-player game, an increased score is the only bonus.)



Scoring

You gain 100 points for each Target Ball you drop in. You gain an additional 500 points if the balls you dropped in are in sequence. You may also receive unexpected bonus points.

9 BALL MODE

Using nine balls numbered 1 through 9, you compete to see which player can drop the 9 Ball first, after dropping balls 1 through 8 in sequence.

How to Begin a Game

Select the number of sets you would like in the match (3, 7, or 15) by pressing the **Cross button** and the **A button** together. Then decide which player goes first using the **Banking** method.

If one player misses a shot or fouls, the other player takes a turn. The player with the highest total score from the selected number of sets wins the match.

Fouls

If you hit a Target Ball out of sequence or drop the Cue Ball in, it is a foul, and the other player takes a turn. The other player can set the Cue Ball on the table wherever he or she likes by pressing the **Cross button** and the **A button** together.

If you foul 3 times in a single set, you lose the set.

A Special Technique: Masse

Using the same procedure for selection of a Follow Ball, you continue pressing up on the **Cross button.** The ball will change to Masse, which has three levels under different conditions, and maintains your choice of seven hitting places on the ball.

Practice very carefully before using this technique, or the ball might fly right off the table.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

Data East USA warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

Data East USA shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if Data East USA has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions do not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

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